



Verein Niedersächsischer
BILDUNGSINITIATIVEN e.V.



SYNTHESIS
CENTER FOR RESEARCH AND EDUCATION



RULEBOOK

SDG MASTER

Imprint

Published by: Eco - Logic (Republic of North Macedonia),
www.ecologic.mk

In cooperation with

Verein Niedersächsischer Bildungsinitiativen, VNB e.V.
info@vnb.de, www.vnb.de



CSCI - Consorzio Scuola Comunità Impresa (Italy), www.cscinovara.it

SYNTHESIS (Cyprus), www.synthesiscenter.com

Editors: Nikola Neshkoski, Veljan Parizov, Petar Stojchevski (Eco - Logic)

Additional authors: Gabriele Janecki, Sarah Laustroer (VNB), Lucio Alessandro Lo Giudice, Barbara Tosi, Alessandro Varallo (CSCI); Dora Heracleous, Georgia Karaoli (Synthesis)

Proofreading of the English edition: Synthesis

Design and layout: Eco - Logic

In case copyright holders of texts and pictures have not been identified correctly, justified claims will be compensated within the customary regulations.

This publication (in English, German, Italian, Greek and Macedonian) and other materials produced in the project can be downloaded free of charge at: <https://sustco.csciformazione.eu>



This work is licensed under the Creative Commons Attribution-ShareAlike 4.0 International License. To view a copy of this license, visit <http://creativecommons.org/licenses/by-sa/4.0>

This rulebook is part of the board game produced in the project **Sustainability Coaches**, <https://sustco.csciformazione.eu>

Co-funded by the Erasmus+ Programme of the European Union:



**Co-funded by
the European Union**

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.

TABLE OF CONTENTS

<u>1. INTRODUCTION</u>	<u>5</u>
<u>2. DIGITAL GAME APPLICATION</u>	<u>6</u>
<u>3. THE CARDS</u>	<u>7</u>
<u>4. ROLES OF THE SDG MASTER AND JUNIOR SDG MASTERS</u>	<u>10</u>
4.1 Role of the SDG Master (moderator of the game, not part of the players)	10
4.2 Role of the Junior SDG Masters (to be selected from the group of players)	10
<u>5. RULES AND GAMEPLAY</u>	<u>11</u>
5.1 Preparation, Player Roles and team formation	11
5.2 Playing the game	14
5.3 Scoring & Points Distribution	15

1. INTRODUCTION

SDG Master is an innovative tool designed to foster cooperation, creative thinking, and solutions to sustainability challenges. Using **SDG and Inspirational Cards**, players generate ideas, tackle challenges, and make connections between topics such as social justice, gender equality, and environmental issues like waste reduction.

The game encourages systems thinking, helping players understand the interconnectedness of global issues. By completing two levels—**Local (Municipal)** and **National (Country)**—participants develop critical thinking, problem-solving, and sustainable development skills.

These insights can be applied to practical solutions that promote teamwork, drive community transformation, and align local actions with global goals.

SDG Master also empowers players to think outside the box and explore innovative approaches to sustainability. By simulating real-world scenarios, the game enhances participants' ability to adapt to changing circumstances and make informed decisions in complex situations.

IMPORTANT NOTICE

The game is designed so that players must be in the same room. However, there is also the option to meet online in a virtual room if players are not physically in the same place. Any common messaging apps or video conferencing platforms can be used for this, depending on the players' preference.

2. DIGITAL GAME APPLICATION

In the digital version of the game, each team or player uses the game app available for download on Play Store and iOS, instead of a physical board. The app provides four sections that players must fill with their ideas. These sections guide players in developing structured solutions and are linked to the cards used during the game. The sections are:

- 1. Action** – What is the general idea?
- 2. Key Actors** – Who will develop and realize the idea?
- 3. Beneficiary Group** – For whom will this idea bring a positive impact?
- 4. Added Value** – What will the beneficiary group gain from the implementation of the idea?

Each completed section earns points for the team or player, provided the explanation aligns with the selected cards and challenge requirements.



3. THE CARDS

- 1. SDG Cards:** The game includes 17 SDG cards, with each team/player receiving 3 SDG cards. These cards represent specific Sustainable Development Goals and guide players in creating solutions focused on these global challenges.



- 2. Joker Card:** This card allows players to substitute any SDG card of their choice. It is included in the deck together with the SDG cards, when the cards are dealt.



3. Inspirational Cards: Each team/player gets 3 Inspirational cards, which are meant to spark creativity by presenting unexpected or unconventional ideas. These cards encourage players to combine different concepts and think innovatively to find solutions.



4. Disruptive Cards: These cards add excitement and complexity to the game, introducing elements such as team member swaps, an Earthquake card, or a “No Budget” scenario. Disruptive cards offer double points but are more difficult to address, and they are played in the second stage or at the end of the game if players are tied in points.



5. Mission Cards: Mission cards focus on current global challenges that require innovative thinking. Players either draw or agree on a mission card at the beginning, such as one focused on Gender Equality, which would lead them to align their solutions with SDG 5 (Gender Equality). Using a mix of SDG, Inspirational, and Disruptive cards, players work together to create solutions to the issues outlined in the mission card.



4. ROLES OF THE SDG MASTER AND JUNIOR SDG MASTERS

4.1 Role of the SDG Master (moderator of the game, not part of the players)

Introducing the game: The SDG Master introduces the game and ensures that participants understand the basic concepts of the SDGs, especially if the players are unfamiliar with them. This includes an introductory activity or brief explanation using examples from the [curriculum](#).

Supporting the players/teams: The SDG Master guides the players through the process, clarifying the game and connecting their concepts with the SDGs. When necessary, the SDG Master offers guidance and encouragement to promote teamwork and innovative thinking.

Team formation: In order to provide a seamless transition, the SDG Master coordinates the team's formation as players progress to the second level. Additionally, the SDG Master provides instructions on how to utilize the new cards that were added during this phase, such as disruptive and more inspirational cards.

Evaluation: The SDG Master and two Junior SDG Masters form the SDG Masters commission by evaluating the solutions presented by the teams, creating an SDG Master Commission to ensure fair judgment and constructive feedback.

4.2 Role of the Junior SDG Masters (to be selected from the group of players)

Monitor and document Progress: Two Junior SDG Masters support the SDG Master by tracking team performance, ensuring their ideas align with the SDGs, and recording creative solutions or strategies developed during the game.

Assistance with points allocation: The two Junior SDG Masters support the SDG Master in tracking and awarding points, ensuring they are distributed fairly based on players' creativity, teamwork, and alignment with SDG objectives.

5. RULES AND GAMEPLAY

5.1 Preparation, Player Roles and team formation

Selecting SDG Masters:

- At the beginning of the game, two Junior SDG Masters are chosen from the group of players by rolling dice. The two players with the highest rolls become the Junior SDG Masters, who support the SDG Master with evaluation and feedback but do not participate in the game.

Preparing for start of the game:

- Each player should have their Android, iPhone or tablet to play the game. Table 1: Number of teams/players in Local and National Level

Team formation

After the selection of the Junior SDG Masters, the teams should be formed based on the number of players and the desired team dynamics. The SDG Master should ensure a balanced mix of skills, ideas, and player strengths when creating the teams. Teams can be formed through:

Random Assignment: Players are assigned to teams by chance for a more diverse experience.

Strength-Based Assignment: Teams are formed based on players' strengths or what they are good at (such as being creative, strategic, or knowledgeable about certain topics).

The following table helps to put the teams together according to the number of players:

Number of players	Players / Teams local level	Teams national level	SDG Junior Masters local and national level
6	4 individually	2 teams by 2	2 selected by dices
7	5 individually	1 team by 3, 1 team by 2	2 selected by dices
8	3 teams by 2	2 teams by 3	2 selected by dices
9	2 teams by 2, 1 team by 3	1 team by 3, 1 team by 4	2 selected by dices
10	4 teams by 2	2 teams by 4	2 selected by dices
11	3 teams by 2, 1 team by 3	1 team by 4, 1 time by 5 or 3 teams by 3	2 selected by dices
12	5 teams by 2	2 teams by 5 or 2 teams by 3, 1 team by 4	2 selected by dices
13	4 teams by 2, 1 team by 3	1 team by 5, 1 team by 6 or 2 teams by 4, 1 team by 3	2 selected by dices
14	6 teams by 2	2 teams by 6 or 3 teams by 4	2 selected by dices

5.2 Playing the game

Choosing a Mission Card:

- The players choose a mission card by rolling the dice in the digital application, the one with the highest number chooses the mission. Another option is for the SDG Master to choose it, or for the team to choose it. The mission card is valid for both the local as and the national level.

Playing the Local Level

- Players work on the mission card challenge by using their SDG, Inspirational, and Disruptive cards.
- Players/teams receive two Inspirational Cards and one SDG Card and have the option to change one of the three cards.
- Each turn allows players a set amount of time to:

-Discuss and develop a solution for the mission using their cards. (5 minutes)

-Complete the four categories in the digital application: **Action**, **Key Actors**, **Beneficiary Group**, and **Added Value**. (10 minutes)

- The SDG Master and Junior SDG Masters provide feedback and assess the ideas based on how well they address the mission.
- A timer should be used for each round to encourage quick decision-making.

National Level

- Teams are formed as described above.
- In addition to the SDG- and Inspirational Cards, Disruptive cards are introduced to add complexity, requiring players to adjust their ideas to unforeseen challenges like budget constraints or emergencies.
- In this round teams receive new cards: two more inspirational cards, one SDG cards and one disruptive card.
- Teams have the same amount of time to propose solutions as they did in the previous level.

5.3 Scoring & Points Distribution

Points are awarded based on how well the solutions:

- Align with the SDG or mission card.
- Demonstrate creativity by using a combination of cards.
- Are realistic and feasible.
- Have significant potential impact on the target group.
- Disruptive cards earn **double points** if successfully integrated into the solution.

At the end of the game, the SDG Master and the two Junior SDG Masters evaluate the solutions, adding up points based on the above criteria.

The winner is announced based on the total points accumulated in both levels. The player with the most points wins. If there is a tie, a new Disruptive Card is drawn, and the first player to solve it logically (as voted by all participants) wins. For a clearer overview of the points check the table.

Phase	Criteria	Points awarded
Local level	For every SDG or Inspirational card used	5 points per card
	Using two cards	10 points
	Using three cards	15 points
	For every field filled with sticker 1 point per field in the board related to the cards players/teams have	
National Level	For every card used in an idea	10 points per card
	Using two cards	20 points 30
	Using three cards	points 20 points
	For every solved disruptive card	2 points per field
	For every field filled with sticker related to the cards players/teams have on the Hexagon Board	
Final points	Total points from Local and National Level combined	
	In case of a tie:	Winner determined by solving a new Disruptive card

